INSTRUCTIONS FOR USE

NUMBER NABBER/ SHAPE GRABBER

LOADING THE CARTRIDGE AND STARTING THE GAME

1. Turn you VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

ADJUSTING SCREEN POSITION

To center the picture use the CRSR ↑↓ and CRSR ←→ keys. Each time you press the CRSR ←→ key, the picture will move to the right, and when the CRSR ↑↓ key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

ELIMINATING SCREEN FLUTTER

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the shift key and hit the f7 key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

GAME DESCRIPTION

NUMBER NABBER and SHAPE GRABBER are two different games together on the same cartridge. In both games, you control a "chomper" who digs his way through tunnels trying to gulp up either numbers or shapes (depending on which game) that are floating through the tunnels trying to avoid your chomper. There's also a MAD GOBBLER running around underground, who changes color from white to yellow. When he's white, you can chase him and chomp him. But watch out when he's yellow, because then HE can eat YOU! In NUMBER NABBER, you are trying to gobble up numbers and arithmetic signs (+, −, ×, ÷, and =) to match the answer to a math problem. In the top part of the screen, you will see something like this: [= 8]. What you will have to do is get your chomper to gulp down numbers that will somehow equal 8. You move your chomper through the maze using your joystick, and he'll dig tunnels in whichever direction you point him. When you track down a number that you want him to eat (so you can use it in the blank space to try and equal 8), push the fire button and he'll stiick out his tongue and try to eat the number you want. Sometimes it can be very tricky because it is hard to get the right number. First you have to find them by digging to the right area, and then you have to eat them. This can be hard because the numbers DON'T like being eaten. Once you eat a number or a sign (+, −, ×, ÷, or =) it appears at the top of the screen underneath the [= 8] area. If it's the right number and you want to use it to make 8, move your joystick left or right to

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get the number where you want to put it in the blank space. Then push your joystick up and the number will be put in the space like this: [5 = 8]. If you munch the wrong number or sign, then just push the joystick down, and the number will drop back in to the tunnels. When you have a whole problem, like (5 + 3 = 8], you must track down and eat the equal sign (=). If you have the right answer, you get points equal to the answer (in this problem, 8 points). After you finish one problem, then press the FIRE BUTTON on your joystick for a new problem. For an answer to be right, you must use at least one sign (+, −, ×, or ÷) in the problem.

SHAPE GRABBER is the same as NUMBER NABBER, except that you are trying to track down and eat different SHAPES instead of numbers. The top of the screen will have a shape or a row of shapes that you have to match. It will look something like this: [= + /]. You will have to grab the shapes the same way as you ate numbers, and try to "copy" the shapes. To find out if you're right or wrong once you've gotten the shapes you want, you must grab an equal sign (=), just like in NUMBER NABBER. The number of points you get depends on how many shapes you have to find. In both games, you will get bonus points when you eat a WHITE MAD GOBBLER, and lose your chomper if a YELLOW MAD GOBBLER eats you.

USING THE KEYBOARD

While the games are much easier to play with a joystick, they can also be played using the computer keyboard. This chart shows which keys to use:

KEY	FUNCTION
A	Moves Chomper UP
Z	Moves Chomper DOWN
K	Moves Chomper to the RIGHT
L	Moves Chomper to the LEFT
SPACE BAR	To EAT a number or shape

When putting numbers or shapes in the blank space up top, K and L can be used to position them, while pressing A puts the number or shape into the blank space and pressing Z drops it back into the tunnels.

STARTING THE GAME

If you don't hit the F1 key or the fire button when you turn on the game, then it will go into the DEMO (demonstration) screen, where the computer will play the game until you start. To start, first press the F1 key. Push the joystick UP or DOWN to choose which game (NUMBER NABBER or SHAPE GRABBER) you want to play, then press the FIRE BUTTON. You will then have to use the joystick and fire button again in the same way to choose DIFFICULTY LEVEL. Then press the FIRE BUTTON to start the game. To PAUSE the game, press the F3 key. If you're using the keyboard, use the A and Z keys instead of UP and DOWN on the joystick, and use the SPACE BAR instead of the FIRE BUTTON.

STRATEGY HINTS

Keep the numbers, symbols and shapes in their own little tunnel area as long as possible. If there are a lot of items in the way of the one you want, try gobbling and dropping unwanted items. If you accidentally put the wrong item in the equation, grab the right one, line it up with the wrong one, and save it again.

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